

INSTRUCTION MANUAL

MAKE • M Y • V I D E O™

**MARKEY
MARK
AND THE
FUNKY BUNCH™**



SEGA 

WELCOME TO THE NEXT LEVEL™

RECOMMENDED FOR AGES 12 & UP

TABLE OF CONTENTS

Major Dude or Ladies' Man?	2
Starting Up	3
Quick Control Fix	4
Take your Pick	6
EditChallenge™	8
U-Direct™	12
Scenes on the Screens	14
Special Effects	15
<i>Good Vibrations</i>	18
<i>You Gotta Believe</i>	20
<i>I Need Money</i>	21
Hip Hints for Hot Videos	22
Credits	23
Handling & Warning	24
Gameplay Hotline	24

Epilepsy Warning

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**



**MARKY
MARK:
MAJOR
DUDE
OR
LADIES'
MAN?**

It seems that people have a hard time putting a label on *Marky Mark and the Funky Bunch* videos. Some like the power stuff. Others like the people parts. The guys like the tough parts. The girls go for the soft stuff. The dudes like to watch him box. The girls like the shots with the-other-word-that-ends-in- "X". And everyone likes the funky footwork, the fly shots and the pumping beat.

You can make your *Marky Mark and the Funky Bunch* video say whatever you want it to say. You can pump up the muscle. Or play up the mush. You can make it tough. Or put in some fluff. It's all up to you.

Plus you can play **MAKE MY VIDEO** as a CD game — complete with rewards. Or else you can make it solely an expression of your creativity. Either way you're the producer, director, editor and creator of the next new *Marky Mark and the Funky Bunch* video.

When you play the game, you're going to get some explicit directions from some very opinionated people. Like from a pumped up pro boxer who is into iron — or a garage band hooked on effects.

There's a bathroom full of girls who want you to turn up the steam. Then there's mom and dad... And there's no telling *what* they want! So you have to listen closely — to *all* of them.

When you go with the creative mode, *you're* the one who sets the mood. You decide if Marky Mark is tough or tender or something else entirely.



**STARTING
UP**

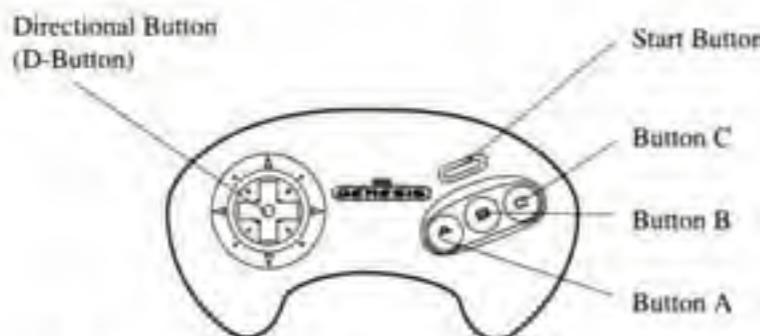
To get ready to make your very own *Marky Mark and the Funky Bunch* video, you first gotta slip the disc in just right and turn it all on, right? So get it right. Right here. And you'll never have to read *this* page again.

1. Set up your Genesis™ and SEGA CD systems and plug in control pad # 1.
2. Turn on your TV or monitor and then turn on your SEGA Genesis.
3. Press RESET to open the SEGA CD tray as requested on the screen.
4. Place your **MAKE MY VIDEO** *Marky Mark and the Funky Bunch* CD into the CD tray — label side up — and press START.
5. Press START as requested when you see the SEGA CD logo. Then watch the credits.
6. To bypass the credits press START to view the opening sequence. To bypass the opening sequence, press START again.

note: If the CD is already in the machine when you turn it on, the game will begin automatically after a few moments.

note: First time users who have never saved before are reminded to format the CD-ROM system's back-up RAM. If you have not used your CD for an extended period of time, be sure to check if the back-up RAM is formatted before attempting to save a game. (Please refer to the CD player hardware instruction manual regarding formatting.)

Your SEGA CD Player uses the same controls you'd use in Sega Genesis games. So to get you going right away, here's all the controller stuff. But to thoroughly understand the game, keep going through this manual.



The Start Button

- Starts/Pauses/Resumes game
- Selects the characters from the opening sequence so you can get your clues to play EditChallenge
- Selects highlighted menu options

Button A:

- Edits images from the A SCREEN into your video. (See *Scenes on the Screen*, page 14.)
- When the A SCREEN is currently selected, QUICK CANCELS all effects already chosen.
- Selects the song, *Good Vibrations*, in opening sequence when selecting characters

Button B:

- Edits images from the B SCREEN into your video. (See *Scenes on the Screen*, page 14.)
- When the B SCREEN is currently selected, QUICK CANCELS all effects already chosen.
- Selects the song, *You Gotta Believe*, in opening sequence when selecting characters.

Button C:

- Edits images from the C SCREEN into your video. (See *Scenes on the Screen*, page 14.)
- When the B SCREEN is currently selected, QUICK CANCELS all effects already chosen.
- Selects the song, *I Need Money*, in opening sequence when selecting characters.

Up/Down D-Button:

- Cycles menu selections
- Cycles through all the special effects options. (See *Special Effects*, pages 15-17.)

Right/Left D-Button:

- Jumps from scene to scene when you're selecting characters in EditChallenge. It's a fast way to get to the group you want without listening to all the dialogue.
- Applies selected special effect to chosen image on the top screen. (See *Special Effects*, pages 15-17.)
- Rewinds or fast forwards you through your video in U-Direct mode.

Buttons A, C and Start Simultaneously:

- Takes you to the Options/Help menu where you can get help, choose modes, or select other options. See *Options Menu*, page 10.

note: If you're in U-Direct mode, pressing **Buttons A, C and START** simultaneously will take you to the U-Direct menu.

Two Ways to Go

This MAKE MY VIDEO *Marky Mark and the Funky Bunch* CD gives you two unique ways to play. (And you can count on many variations within each way.) The two main ways to play are:

1. EditChallenge

and

2. U-Direct

About EditChallenge

EditChallenge is a game you play with the characters on the screen. First you pick the characters you want to play with. (See *Make your Choice*, page 8). Then you listen closely to what they tell (and show) you.

These friends of yours on the screen give you clues about the kind of *Marky Mark and the Funky Bunch* video *they* would like to see. Then you try to make a video using their clues and/or favorite images.

The more clues you use, the better you do. When you've finished editing your video, (we'll tell you more about editing later) it gets played back. If your friends on the screen like it, they reward you. If not, they give you a chance to try again.

It's like really fun. And you can be sure it's a real *challenge*. And one more thing: your time is limited, so don't waste it. (For more details on playing, see *EditChallenge*, pages 8 to 11.)

To select EditChallenge, don't do anything at first. The program will automatically go into the opening sequence in which you'll be asked to pick characters.

About U-Direct

Let's say you want to get really creative. You've got this idea (*your own idea*) of what a *Marky Mark and the Funky Bunch* video should be about. And you don't want to play any games.

That's when you choose U-Direct.

In U-Direct you always pick your own song. And you can take as long as you like to create your video. In fact, if you don't finish before it's time for dinner (or worse: your homework), you can save what you've done and get back to it later. (See *Save Edit* and *Load Edit*, page 13.)

Plus, if you do a video you're really proud of, you can save it and replay it for your friends. Of course that's pretty risky. Because after they get done commenting on it, you may wish you never made it. But then what are friends for?

For more details on everything you can do (and how to do it) in U-Direct mode, see pages 12 and 13.

To choose U-Direct mode, press **Buttons A, C** and **START simultaneously** to get to the **OPTIONS SCREEN**. Then highlight **U-Direct** and press **START**.

note: If you're already in U-Direct, you'll go directly to the U-Direct menu, bypassing the **OPTIONS MENU**.

EDIT- CHALLENGE

See, it's like this. These two kids (they're brother and sister) can't agree on what a *Marky Mark and the Funky Bunch* video should be about. The brother thinks it should be about boxing, muscle building and music. The sister has different ideas. She sees it as funky dance and smoldering romance.

So they ask different people — even their *parents* — to give *their* ideas on what this video is all about. And that's where *you* come in... You've got to listen carefully to what these people say, then make a video that fits the description! Here's the procedure:

Make your Choice

You will automatically be introduced to four sets of characters: the boxer, the girls, the guys and the parents... As each group appears, press the **START** button to choose that group. Or else wait.

If you wait, you'll be given a second chance to pick your friends by pressing **START**. If you miss that chance, you'll go to the OPTIONS SCREEN.

note: When you press **START** to choose who you want to interact with, you'll edit to a song that's randomly selected. If you want to play EditChallenge with a specific song, press **Button A, B or C** (*instead of START*) when the characters you want are shown. See *Pick your Song*, page 9, to learn which buttons select which songs.



Press **START** when you see this guy to get your video hints from the boxer. Or press **Button A, B, or C** to pick the boxer *and* your song.

EDIT- CHALLENGE CONTINUED



Press **START** when these girls appear to find out what kind of video *they* want you to make.



Press **START** when you see these guys to make their video. They have some major ideas.



Want to make something really weird? Press **START** when the parents enter the scene. Then listen closely to their clues.

Pick your Song

You want to edit to your favorite song in EditChallenge? You can. *If you know what to do.*

To pick a particular song, press the Button corresponding to that song when choosing your characters *instead of pressing START*. Here's the code:

Good Vibrations Button A
You Gotta Believe Button B
I Need Money Button C

Listen Up

Listen to what your friends on the screen tell you. (They're not jiving when they tell you what they want!) Their words (and pictures!!!) hold the keys to your success.

Edit

After you've listened to and looked at all the clues, you automatically begin editing. This is where you pick your images, apply your special effects and, well, make your video! (See *Scenes on the Screens*, page 14, and *Special Effects*, pages 15 to 17, for details on editing.)

Playback and Feedback

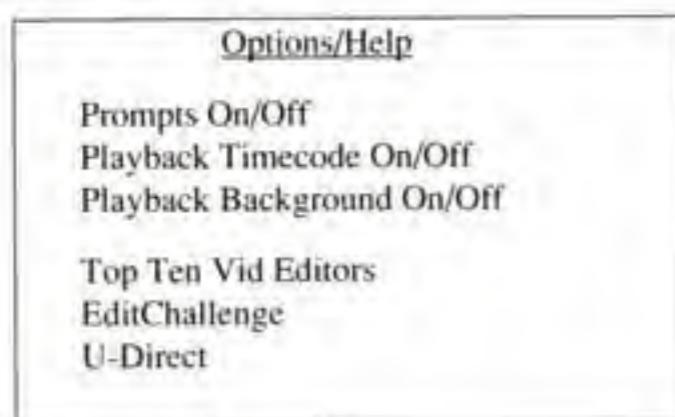
You finish making your video when the song is over. Then you get to watch the playback. So do the characters you picked. They'll give you feedback which ranges from great to not-so-great to almost unmentionable.

If they didn't like it, don't take it too hard. You get a chance to do it over. Besides, the most important thing is that *you* like it.

To redo your video, press START when prompted.

Options Menu

You can go to the options menu at any time during EditChallenge. Here you can turn options on and off, switch to another mode, or get help. Here's what's on the menu:



To select an option, highlight the option using the UP/DOWN D-pad. Then press START.

Prompts On/Off

This turns the prompts in the opening sequence on and off. To do this, highlight this option and press START. The words ON or OFF will appear to the right of this option.

Playback Timecode On/Off

This turns the timecode on and off during playback. Press START to turn this option on and off. It's on when ON is shown; it's off when OFF is shown.

Playback Background On/Off

During playback there are patterned backgrounds behind the screens. If you get tired of looking at them, you can turn them off. To do this, press START when this option is highlighted. When you see OFF, they're off. When you see ON, they're ON.

Top Ten Vid Editors

This is a list of the top ten editors who've ever played EditChallenge. Only players with excellent feedback will be asked to enter their names.

If you get asked, use the D-pad to select the letters in your name. Then press Button A to input each letter. When your name is as you want it, press START.

EditChallenge

Select this if you want to start a new EditChallenge game.

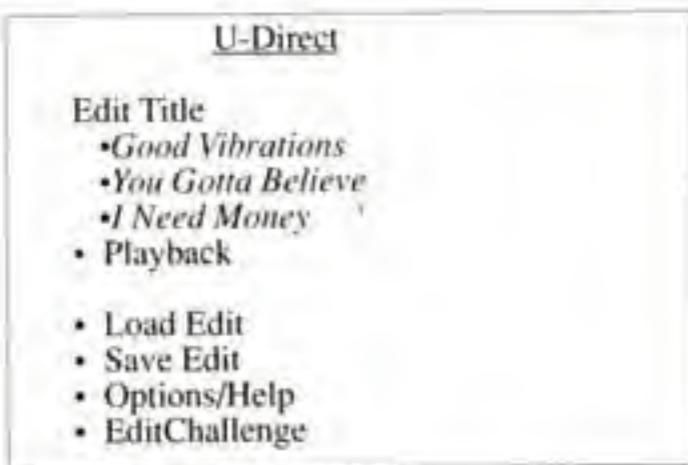
U-Direct

Select this to go to the U-Direct menu where you will select a song to start creating your own video.

U-DIRECT

In U-Direct mode you do whatever you want to do and take as long as you like.

To go into U-Direct mode, press Buttons A, C and START simultaneously to get to the OPTIONS MENU. (See *OPTIONS MENU*, page 10.) Then select **U-Direct** by highlighting it and pressing START. You'll then see the U-Direct menu with these options:



Making Menu Selections

To select any of the options from the above menu highlight your selection by pressing the D-pad UP and DOWN. When the option you want is highlighted, press START.

Edit Title

Use the **Up/Down D-pad controls** to highlight the title of the song you want to edit. Then press **START** to begin editing.

Editing

Editing here is just like editing in **EditChallenge** except that you can redo edits.

To redo edits, first PAUSE by pressing **START**. Then press the **D-pad LEFT or RIGHT** to move backward or forward through the timeline. To jump forward or backward faster, press the **LEFT or RIGHT D-pad** twice. Press **START** again to UNPAUSE and continue editing.

(To learn more about editing, see *Scenes on the Screens*, page 14, and *Special Effects*, pages 15 to 17.)

U-DIRECT CONTINUED

Playback

To playback the last video you edited, select **PLAYBACK** from **U-Direct** menu. You can even playback partially completed videos to see how it's going.

Load Edit

To load a saved video, select this option. The name of the video saved in backup RAM will appear to the right of this option. If no video has been saved, this load feature will be disabled.

Save Edit

Select this menu item to save your U-Direct video. This feature comes in handy when you have to stop before you're finished editing. It's also useful when you've made a video you're particularly proud of and want to show it to a friend.

The video you save will overwrite any video you have previously saved in the backup RAM. Each new video you save will have a name so that you can identify it. The name will be displayed to the right of the Save Edit option.

note: You can save only one video at a time in the backup RAM. However, you can move videos between backup RAM and the SEGA RAM cartridge. (See your hardware manual for details on this procedure.)

Options

This takes you to the **OPTIONS MENU** where you can turn features on and off, view the Top Ten Vid Editors or switch to **EditChallenge** mode.

EditChallenge

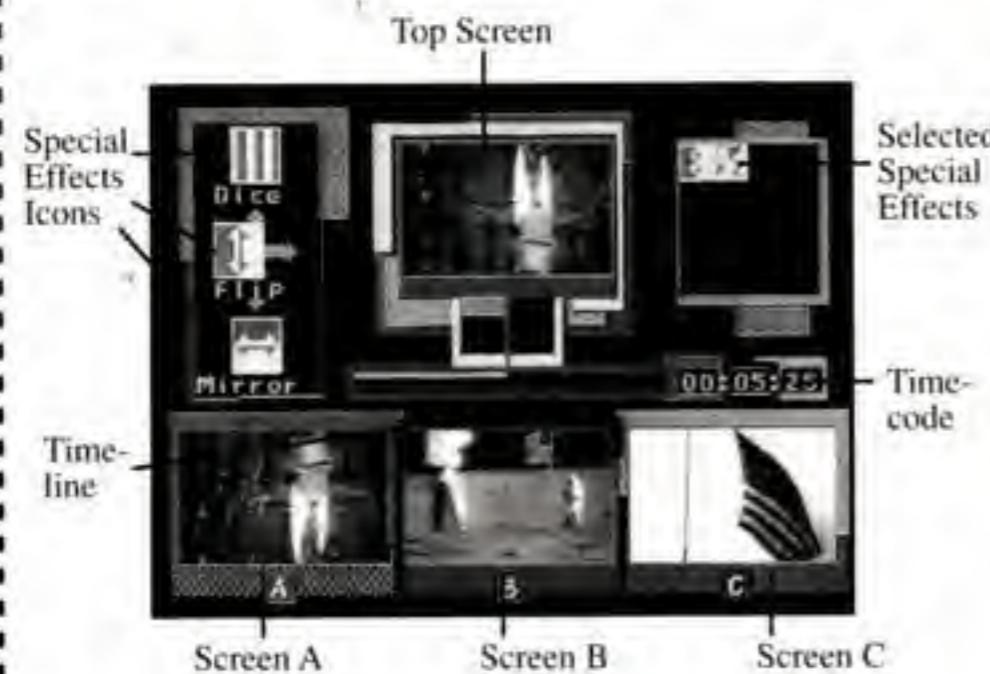
Select this to begin a game of **EditChallenge**.

SCENES ON THE SCREENS

That top screen is where it's all happening. That's where whatever scene you choose shows up. The three bottom screens are the ones you choose from.

See those little boxes in the upper left corner? The ones with the pictures in them? Those are your special effects. (More on them on pages 15 through 17.)

The box in the upper right corner tells you which special effects you're using. (You can use several at a time, but some effects cancel each other out.) The timer tells you how long your video is running. The timeline shows you how much of each scene you've used.



Professional music video editors have it. And now so do you. What you have is lots and lots and lots of video scenes to choose from, edit in and play with.

Some scenes are tough. Others are sexy. Some scenes are rough. Others get political. Some are nostalgic. Some are scientific. Some are funky and others are funny. You'll see..

To Edit in Scenes

What you do (and it doesn't matter which mode you're in) is punch in the scenes by pressing **Buttons A, B** and **C**. Each time you press a new button, the scene corresponding to that button will be cut into your video and shown on the top screen.

SPECIAL EFFECTS

You get a bunch of special effects to create with. Plus you can experiment with combining effects. The special effect you choose is always applied to the scene or scenes in the top screen. (See *Scenes on the Screens*, page 14.)

- To select a special effect, press the **D-pad UP** or **DOWN** until the desired effect is inside the four arrows. Then press the **D-pad RIGHT** or **LEFT** to activate one of the two versions of that effect.
- To cancel an effect, press the **D-pad RIGHT** or **LEFT** to center the icon. Or select the **CANCEL** icon.
- To **QUICK CANCEL**, press the button corresponding to current scene (**Button A, B or C**.)

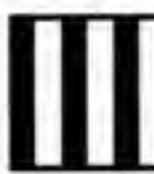
Slice

This slices the scene horizontally. With these effects:



Left: Every other stripe is a mirror image.

Right: Three fourths of every stripe is mirrored.



Dice

Like slice. Except for one major difference: the bands cut vertically.



Left: Images reverse top to bottom in every other strip.

Right: Breaks scene into shifting stripes.



Flip

Flip the whole screen upside down. Or just half of it.

Left: Flips the whole thing.

Right: Flips just the left half.



Mirror

You can mirror half of it. Or all of it.

Left: Does the whole thing

Right: Does just the top half.



Mixer

Makes everything all mixed up. Like pieces of a puzzle.

Left: Real mixed up.

Right: Incredibly mixed up.



Slow Step

They should have called it slow motion. You get the p-i-c-t-u-r-e...

Left: Slowed down.

Right: Way slowed down.



Strobe

Lights on and off. You know the effect. It sizzles!

Left: Every other frame is white.

Right: Every other frame is black.



Freeze

The freeze frame. It turns the scene into a still photo.

Left and Right both freeze but effect is temporary.



Cancel

Use this to turn off all effects currently on.

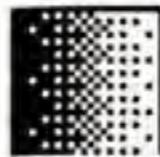


Lyrics

Posts lyrics across the bottom of the image.

Left: Lyrics can be cancelled with the CANCEL icon or with QUICK CANCEL.

Right: Lyrics remain even when other effects are cancelled by the CANCEL ICON or by QUICK CANCEL.



Grey

Like a black and white photo. Shades of grey.

Left: A positive image.

Right: A negative image.



Red

Tints the screen red. With green makes yellow.

Left: A positive image.

Right: A negative image.



Green

Turns everything on the screen green. Mixes well.

Left: A positive image.

Right: A negative image.



Blue

Gives your screen the blues. Try mixing with red.

Left: A positive image.

Right: A negative image.

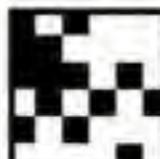


Wash

Colors are randomly changed. You can make out the images, but the colors have been altered.

Left: Wild colors all over.

Right: Lots of wild colors all over.



BigPix

Stands for Big Pixels. You know, those computer-generated squares?

Left: Big pixels.

Right: Really big pixels.



Smear

Like BigPix, kind of. But pixels are smooshed.

Left: Smooshed.

Right: Really smooshed.

GOOD VIBRATIONS

Yeah
Can you feel it baby
I can too

Come on swing it
Come on swing it
Come on swing it
Come on swing it

1-2-3- Now we come to the pay off

It's such a good vibration
It's such a sweet sensation
It's such a sweet sensation

Yo it's about that time
To bring forth the rhythm and the rhyme
I'm a get mine so get yours
I wanna see sweat coming out your pores
On the house tip is how I'm swinging this
Strictly hip hop Boy I ain't singing this
Bringing this to the entire nation
Black, White, Red, Brown
Feel the vibration

Come on Come on
Feel it Feel it
Feel the vibration

(CHORUS)

Vibrations good like sunkist
Many wanna know who done this
Marky Mark and I'm here to move you
Rhymes will groove you
And I'm here to prove to you
That we can party on the positive side
And pump positive vibes
So come along for the ride
Making you feel the rhythm is my occupation
So feel the vibration

Come on Come on
Feel it Feel it
Feel the vibration

(CHORUS)

Donnie D break it down

Donnie D's on the backup
Drug free so put the crack up
No need for speed
I'm anti D-R-U-G-G-I-E my
Body is healthy
And rhymes make me wealthy
And the Funky Bunch helps me
To bring you a show with no intoxication
Come on feel the vibration

Yeah
Can you feel it baby
I can too

(CHORUS)

Now the time has come for you to get up
The rest had you fed but yo I won't let up
On the rhythm and rhyme that's designed to
Make your behind move to what I'm inclined to
Pure hip hop no sell out
If you ain't in it to win it
Then get the hell out
I command you to dance
I wanna see motivation
Come on now feel the vibration

It's such a good vibration
Come on Come on Come on
It's such a sweet sensation
Feel it Feel it

(CHORUS)

Written by: D. Wahlberg/M. Wahlberg/Spice/D. Hartman
From: Interscope Records #91737, Music for the People, © 1991

YOU GOTTA BELIEVE

You gotta believe You gotta believe
You gotta believe You gotta believe

Steady ready to wreck shop
Another rough kid from the streets
Don't sleep on the crew, 'cuz if we roll through
You'll get hit up, watch blood spit up
Hit you wit' a blow to the back of your head you won't get up
Action, I'm takin' heads like a hunter
Step like you wanna get done I want ya
Bes' believe I move quick then step
Those who never had a chance must have slept
You lost track, swing a blind kick in the bozack
Swung low, caught a blow hard to impact
I rip when I gotta make dents, so I rock wit' ease
Yeah, so you gotta believe

Cold hard, I get it started 'cuz I'm liable and I'm able
To keep it stable whippin' @!# with my mic cable
You catch fits from my smash hits.
Then bring'em, don't even need bees when I sting'em
So check it, I bet you thought that I couldn't wreck it
But I'm fat and when it's time flow I handle that
Marky Mark and the Funky B's
slide G's with ease over lordin' M.C.s
What you up to sucker, feel strong? Think you got it goin' on?
Chumps moves are all wrong
It's not a hoax, no jokes, I smokes mic's, like a Phillie Blunt
Don't ever try to front
And it's quite absurd yo, word to herb
When you're sleepin' on a Wahlberg
Step to this and I'm a break you down at the knees
So, you gotta believe

You gotta believe Better believe it
You gotta believe Ya better believe
You gotta believe Better believe it
You gotta believe You better believe

The double M got more kick comin' from my rhyme
And comin' from my 9, I rip it 2 or 3 times
Remember that, still droppin' kids like bricks
While your hoe's on tour tryin' to pull tricks
Gotta know this, doubt and your out for the count
Runnin' ruff rhyme keeps me paid in large amounts
Most of y'all got a problem, keep out my biz
And everything'll be straight, "There it is"
But if not, got a conflict, please no problem
I can handle that real quick
I got too many tricks up my sleeve
And I'm fully aware and prepared

So, you gotta believe

Written by: D. Wahlberg/J. Marshall/T. Maxwell
From: Interscope Records #92203, You Gotta Believe, © 1992

I NEED MONEY

Gotta get it, got to, got to, get money
Gotta get it, got to, got to, get paid

I need money

Money is the thing that I need
To fulfil my greed
Marky Mark would like to say
That I'm fiending, just to get paid
Forget love and all that crap
I'm just tryin to keep my pockets fat
I need cash in a hurry and it just ain't funny
Yo...I need money!

I need some money
I need money
I need some money
I need money

Well it's Friday night and I'm calling up my honey
"Bitch better have my money"
Word! Cuz times are hard
I lost my job, my wallet, my friends and my credit card
My brother's a millionaire and he don't even share
For all he cares I could be on welfare
I need cash in a hurry and it just ain't funny
I need money

I need money, Yeah that's my situation
So right a check cuz I'm takin' donations
Or handouts, It don't matter
As long as my pockets get fatter and fatter and fatter
Cuz I'm hungry for the greenbacks
For a dollar I'll even sell Big Macs
That's right Cuz brother I found
That money makes the world go round
I don't care what people say
I just wanna get paid!
You call me greedy but you know it's true
That you want money too!

I need....You know what I need
I need....You know what we all need

Written by: M. Wahlberg/D. Wahlberg/K. Gamble/L. Huff/A. Jackson
From: Interscope Records #91737, Music for the People, © 1991

- In EditChallenge mode listen closely to the clues—some are more cryptic than others.
- Keep your eyes on all three lower screens all the time. You have to punch fast to mix in or avoid certain scenes.
- It's great to combine effects. But don't try to use too many effects at once. You could end up with a total blur.
- When playing EditChallenge mode, time is of the essence. So use the QUICK CANCEL method of cancelling effects. (See page 15.)
- For a wild kaleidoscopic effect try combining horizontal effects (slices and mirrors) with vertical effects (dices and flips).
- In EditChallenge mode, what people want you to leave out is as important as what they want you to leave in.
- Not all clues in EditChallenge are verbal. Sometimes they *show* you what they want. So listen *and* look.
- If you want to stop in the middle of a U-Direct editing session -- and you don't want to lose all your great creative work -- press **Buttons A, C and START simultaneously** to go to the U-Direct menu and select SAVE EDIT.

CREDITS

DIGITAL PICTURES TEAM

Executive Producers: Martin Erlichman
Tom Zito
Original Concept by: Ken Melville
Tom Zito
Written by: Laurie Frank
John Richardson
Computer Graphics Directed by: Lode Coen
Computer Programming by: Ken Soohoo
Produced by: Amanda Lathroum
Tim Tennant
Directed by: Ken Berris

SEGA TEAM

Producer: Jon Correll
Product Manager: Pamela Kelly
Lead Tester: Javone Alonso

CAST

<i>Jimmy</i>	Michael Bacall
<i>Leda</i>	Stephanie Furst
<i>Boxer</i>	Michael Durette
<i>Trainer</i>	Floyd Levine
<i>Shauna</i>	Devon Odessa
<i>Darlene</i>	Tami-Adrian George
<i>Yoki</i>	Dorit Sauer
<i>Mom</i>	Judy Kain
<i>Dad</i>	Jerry Cerwonka
<i>Skog</i>	Scott Menville
<i>Ralph</i>	David Rogge
<i>Desmond</i>	Seth Green

MANUAL

Written by: Paula Polley

HANDLING YOUR COMPACT DISC

- The SEGA CD™ Compact Disc is intended for use exclusively on the SEGA CD.
- Always use the button controls to open and close the disc tray. Attempting to operate the tray manually may cause it to malfunction.
- Avoid bending the Compact Disc or touching, smudging or scratching its surface.
- Do not leave the Compact Disc in direct sunlight or near a radiator or other source of heat.
- Always store the Compact Disc in its protective case.

WARNING

To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

AUDIO CONNECTION

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD.

If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

**For gameplay help,
call 1-415-591-PLAY.**

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the SEGA-CD Compact Disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at this number: 1-800-USA-SEGA.

DO NOT RETURN YOUR SEGA-CD COMPACT DISC TO YOUR RETAIL SELLER. Return the Compact Disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he will provide you with instructions on returning your defective Compact Disc to us. The cost of returning the Compact Disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your SEGA-CD Compact Disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Compact Disc cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

\$1,000 MUSIC CD SWEEPS ENTRY

Free SEGA VISIONS™ Subscription

Hot New Game Info

Exclusive Offers

Charter Membership

ALL YOURS

**AND MORE WHEN YOU REGISTER
YOUR SEGA CD™ PURCHASE.**

DO IT TODAY!

**USE THE CARD AT RIGHT TO REGISTER
YOUR SEGA CD™ SOFTWARE AND
GET LOTS OF COOL STUFF.**

- **WIN A \$1,000 MUSIC CD COLLECTION.** Think of it — just by registering your Sega CD purchase you could win dozens of FREE CDs featuring today's hottest bands!
- **A FREE SUBSCRIPTION TO SEGA VISIONS™** the magazine published just for Sega™ gamers. It's packed with news and reviews from the world of Sega.
- **HOT WIRED™! EXCLUSIVELY FOR SEGA CD OWNERS:** Hot-Wired puts you on our priority mailing list for fast-breaking news on SEGA CD technology, radical new games, cool new sounds and exclusive offers.
- **CHARTER MEMBERSHIP ELIGIBILITY** in our soon-to-be announced Sega CD owners club.

REGISTER TODAY AND WATCH FOR MORE INFORMATION!

1. HOW TO ENTER: Completely fill out the registration card and mail it. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail.

2. JUDGING: There will be 4 drawings. Each of the drawings will take place on a quarterly basis, on or about March 31, June 30, September 30, and December 31, 1993. Winners will be selected at random from all entries received five (5) days before the drawing dates by Marden-Kane, Inc., an independent judging organization whose decisions are final. Only one prize per person, family, organization or household. If your registration card is received after any one of the drawings it will be automatically entered into the next drawing, except for the last drawing.

3. NOTIFICATION: Winners will be notified by mail and will be required to sign an Affidavit of Eligibility and a Publicity/Liability Release which must be returned within 14 days from date of notification.

4. PRIZES: There will be 1 prize awarded in each of the four drawings. Each prize consists of approximately 60 music CDs. Approximate retail value \$1,000.00 each. All taxes are responsibility of the winner. No prize substitutions, or transfers permitted.

5. ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States and its possessions, except employees and their immediate family members of Sega of America Inc., its divisions, subsidiaries, affiliates, advertising and promotion agencies. Void where prohibited by law.

6. WINNERS LIST: For names of winners, send a self-addressed, stamped envelope to Sega CD Sweepstakes Winners, Inc., P.O. Box 712, Sayreville, NJ 08871.

7. OFFICIAL SWEEPSTAKES RULES: Sweepstakes subject to complete Official Rules. To obtain a copy of official rules send a stamped self-addressed envelope to Marden-Kane, Inc., Sega CD Rules, 1255 Post St. Ste. 625, San Francisco, CA 94109.

Sega, Genesis, Sega CD, Welcome to the Next Level, Sega Visions, and Hot-Wired are trademarks of SEGA. ©1992. SEGA, 3375 Arden Road, Hayward, CA 94545. All rights reserved.

ENTER THE \$1,000 MUSIC CD COLLECTION SWEEPSTAKES

WHEN YOU REGISTER YOUR
SEGA SOFTWARE PURCHASE.

Plus receive other great FREE gifts and services. See inside for details.

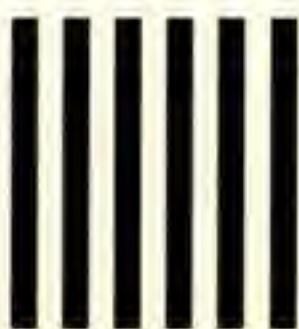


BUSINESS REPLY MAIL

FIRST CLASS MAIL PERMIT NO. 196 REDWOOD CITY, CA

POSTAGE WILL BE PAID BY ADDRESSEE

**SEGA CD™ REGISTRATION
P.O. BOX 5784
REDWOOD CITY, CA 94063-9771**



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

NIGHT TRAP™

The Next Generation of Video Games on SEGA CD™!

Night Trap™ is the first CD title with continuous full-motion video and audio. It plays like a movie, with hours of awesome gameplay. Get 2 CDs packed with sinister scenes and live-action video!

Vanishing Co-eds...Bloodless Bodies...Mysterious Intruders!

As a secret commando for S.C.A.T. (Sega Control Attack Team) your mission's a time-bomb. Five beautiful co-eds are being stalked in an eerie estate. Hooded intruders are invading the mansion with blood on their minds.

Watch the murderous action from hidden cameras in 8 different rooms. Catch the intruders as they track their victims. Miss your chance and the co-eds are lost forever!

You gotta play it to believe it!



Digital Pictures



Sega, Genesis, Sega CD and Welcome to the Next Dimension are trademarks of SEGA. Movie My Video, EdChillenger, Ultra-Demo, Ultra-Demo 2, and movie 2000 are trademarks of Digital Pictures, Inc. Marty Mark and the Honey Bunch is a registered trademark owned by Bonus D Productions, Inc. Night Trap is a trademark of Bonus D Productions, Inc. Marty Mark appears courtesy of Microsoft Pictures. Cover photo by Mario Costantino. This game and Night Trap are produced by Digital Pictures, Inc. for SEGA. These games are intended for 18+ for home play on the Sega CD system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. This game is based on the principal characters Marty Mark and the Honey Bunch. All other characters and events portrayed in this game are purely fictional. Any similarity to other persons living or dead is purely coincidental. © 1991, 1992 Microsoft Pictures. Game Code © Digital Pictures, Inc. © 1992 SEGA. 1275 Avenue Park, Hayward, CA 94545. All rights reserved.